



Dana Fried

Add to circles

127 followers

## Game Chef 2014



**Dana Fried**

Discussion - 13 May 2014

### The Three and the Wheel

You are the Great Spirits, immortal makers of the world.

You take three forms that drive its existence, one in each role:

**The Wild Prince**, horned and beautiful

**The Queen of Light**, glittering and majestic

**The Iron Sickle**, stark and unrelenting

Together, you will tell the story of the world, from its creation to its destruction.

This is a GM-less microgame with flexible, player-driven rules and themes, inspired by games like Kingdom and Silver and White. It's designed to be compatible with both in-person and social media play.

I'd really like to playtest, maybe in a G+ post/comment thread. If it appeals to you, let me know when you might be available.





**Dana Fried** 13 May 2014 +1

Oh, and I want to be very clear - I take constructive criticism very well. So if there's any suggestion or comment you have, feel free to drop it in this thread!



**Emily Care Boss** 13 May 2014 +2

Dana, that seems fine. You might want to include some kind of beat that the players can use to cap off the storytelling. Epilogues or a phrase like "and so it was that the world...". When you try it out, something simple might suggest itself, too.



**Dana Fried** 13 May 2014 +1

+[Emily Care Boss](#) thanks! Magic words are very important and something I don't think of enough. I'll see what I can do.



**Ray Otus** 13 May 2014 +2

As you move toward a more final expression of the game, I would literally put the game on three cards. I found the numbering a little confusing. Imagine each player having an index card with a version of points 1-3 on one side (but no numbers) and their own immortal's text (4, 5, or 6) on the front. The backs would be parallel but personal, like "You are the Iron Sickle, stark and unrelenting. You and your two siblings, the Wild Prince and the Queen of Light, are the immortals who watch and shape the world..." Don't bother telling them what the other players' powers are. They will either read them ahead of time or they can discover them in-game. :)



**Rochelle Breen** 15 May 2014 +1

I love it. Have you playtested yet? I'm confused on a few points, but I think they would make more sense as one plays (like many games). So if you're still looking for folks to play, tag me in and I'll let you know when I'm available (hint: it's a lot of the time).



**Dana Fried** 15 May 2014 +1

Thanks +[Rochelle Breen](#). We've got two potential playtesters now and I've got some revisions to make; when might you and +[Ray Otus](#) be free?



**Rochelle Breen** 15 May 2014 +1

My schedule is flexible today - so anytime, really. Tomorrow I work, but we're really slow and I work on a computer, so I could attend a thread, if you want to playtest that way (until 5pm CDT). Saturday I'm free until 10 CDT.

to playtest that way (until 5pm EDT). Saturday 11 AM EDT until 10 EDT.

**Ray Otus** 15 May 2014



Tomorrow would be okay for me too. Working, but totally able to watch a thread and play. I'm on Pacific time, so weekends/nights are tougher for me. Everyone on the east coast wants to play right during my family time (dinner, homework, walking the dog, etc. between 5-9 PM Pacific).



**Dana Fried** 15 May 2014

Let's do it during business hours; I can be playing on a thread in the background. I'll see what revisions I can make (might be none - depends on time) and we'll start around 1E/10P. That sound good for everyone?



**Ray Otus** 15 May 2014 +1

Yep.



**Rochelle Breen** 15 May 2014 +1

Same.

Add a comment...

